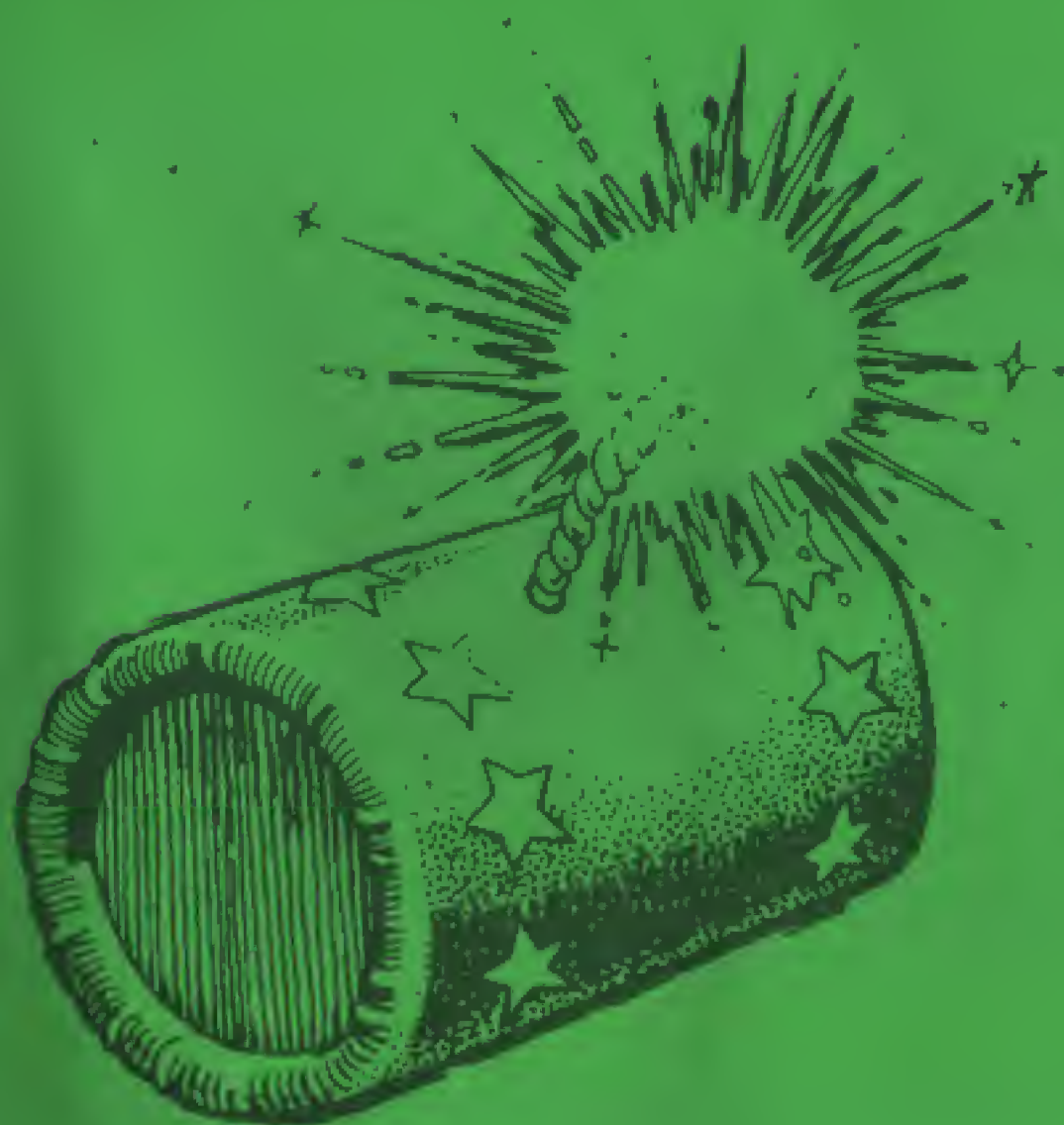


**HesWare**

# MR. TNT

by Harley H. Puthuff, Jr.



# MR. TNT

MR. TNT is an explosive arcade action game. Burning fuses track MR. TNT as he races along the grid attempting to pick up sixteen stockpiles of dynamite. Moving up, down and sideways, MR. TNT maneuvers his way to the caches, but if hit by a burning fuse, MR. TNT is blasted off the screen. For every dynamite dump contacted, MR. TNT earns points.

Advances to higher and more difficult levels of action are yours as you move MR. TNT successfully through the five initial playfields. Subsequent playing areas challenge you, for they are faster and more difficult. The burning fuses never stop chasing MR. TNT—they get faster and faster—the play gets more frantic, and you need every bit of maneuverability to keep from getting blown up.

Try it—It's a blast!



## GETTING STARTED

1. Turn off your Commodore 64 computer.
2. Insert MR. TNT cartridge into slot on the back of the computer.
3. Turn on the computer. Title will appear on your screen.
4. Plug in the joystick in Port 2.
5. Remember to turn off the computer before removing the cartridge at the end of play.



## GAME OPTIONS

F1 Choose 1 or 2 players.

F3 Choose level of difficulty:

Level 1: Beginner

Level 2: Advanced

Level 3: Expert

Level 4: Almost impossible

F5 Start the game. The player is allotted five MR. TNT characters.

F7 Used to pause the game. Playfield is frozen and all sounds cease. Press this key again to resume play.

RETURN Used to turn the background sounds of the game on and off. Press the RETURN key at the start of each game.

JOYSTICK  
BUTTON Resets the game if pressed at the start of a game.



## **SCREENS**

1. Introduction and Game Options
- 2-6 Playing fields
7. High Game Score

## **SCORING**

For crossing grid junctions successfully	10 points
For successful acquisition of dynamite cache	1000 points
Maximum number per player	999,999 points

The five highest scores can be retained and displayed at the end of each game. Use the joystick to select player initials. Lock them in with the fire button.

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